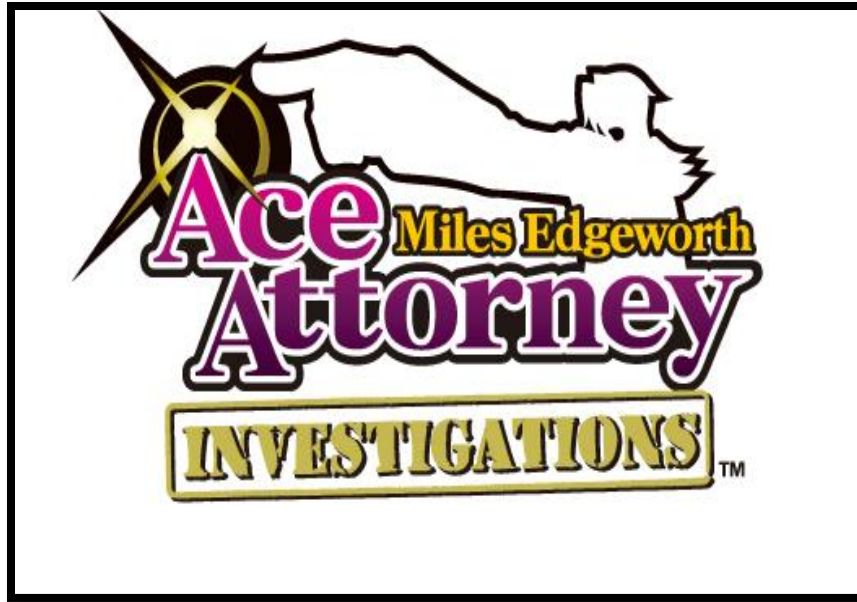




About This Walkthrough

This is a SPOILER FREE FAQ for ACE ATTORNEY INVESTIGATIONS: MILES EDGEWORTH on DS.

As part of being spoiler-free, there will be no give-aways on what happens in the story of each chapter; just the answers/correct choices required in order to proceed.

I suppose some of the answers themselves are "give-aways", but by the point you get to them, you will probably have the same thought in the back of your mind. The answers ahead of you probably won't make sense until you get to them as well, so no worries.

While there are gameplay elements different from that of the other Ace Attorney games, they will be explained below (still without spoilers.)

I just believe a story oriented game does not really need someone explaining what is going on, rather, just "how to proceed" so you can enjoy the dialogue for yourself. :)

I hope this guide provides you with what you are looking for without giving anything away. :)

Onward!

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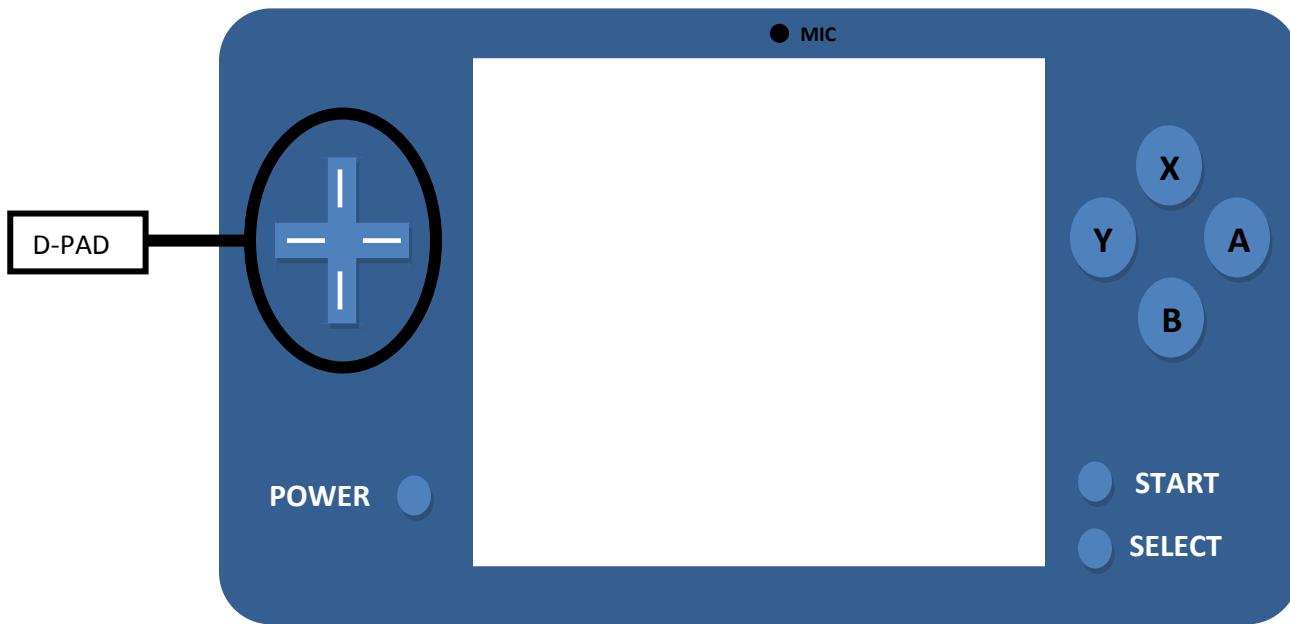
Use Ctrl + F to skip to specific sections, simply search for the letters within the brackets listed below.

Rebuttals/Arguments are usually at the end of an Investigation. Look at the ends of the investigations below to find them with ease.

No worries, when you do Ctrl/Apple + F, you will end up with the term at the complete bottom of the screen, meaning nothing beyond it gets potentially spoiled. :)

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WHAT YOU SHOULD KNOW [WSK]



CONTROLS: Below are the controls, paraphrased from the manual of the game. The game itself will remind you constantly of the controls, as well as teach you gameplay basics as you go along.

Buttons	During Investigations	During Confrontation
D- Pad	Move around/Move Cursor/Select from Menu	Selections/Move back/forward in Testimony
A	Confirm/Examine/Next message	Confirm/Examine/Next message
B	Cancel/Go back	Cancel/Go back
X	Present evidence	Present evidence
Y	Open partner screen/Turn on the microphone/Switch screens	Turn on the microphone
L	Open Logic Screen	Press statements
R	Open Organizer/Switch Files in Organizer	Open organizer/Swap files
SELECT	N/A	N/A
START	Save Game	Save Game

IN GAME TERMINOLOGY: This is pretty self-explanatory, and the game itself will explain the terminology along with teaching you about it.

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READING THIS GUIDE [RTG]

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I will be using some terminology which is self-explanatory, but here is a list in case you are confused:

SELECT = You are presented with a few choices. I will tell you which of these choices to "select."

RECEIVE LOGIC = When you receive a new logic piece.

LOGIC = I will write this when I want you to enter "LOGIC" mode, it will be followed up by "CONNECT" below.

CONNECT = In logic mode, I will tell you what two things to connect by their title.

DEDUCE = During examinations, you usually get an option to DEDUCE when there is something on the scene which contradicts your evidence. I will write "DEDUCE" followed by which item in your ORGANIZER to present.

EXAMINE = During Investigation phases, you will have the need to examine various items in a room. Do so by pointing and "Examining" an object.

MOVE = During investigation phases, you will have the need to move to other locations to gather evidence. I will detail the location after "Move" accordingly. However, in this game, as you can freely move, I will not say where to move in the room. This will be listed in "Examine", giving you necessary directions where in the area you need to examine something.

RECEIVE = When you receive new evidence for your ORGANIZER. This usually follows a "Select"/"Talk"/"Examine" option, but can sometimes come on it's own.

Profiles are updated whenever someone is met and/or mentioned. I do not mention their updates.

PRESENT = When presenting evidence to a person from the ORGANIZER. There may be a need to "Highlight" a certain place in "picture" evidence, which will be marked.

Evidence also includes "profiles", which you can toggle on/off in the menu. Profiles are updated whenever someone is met and/or mentioned.

PRESENT PARTNER = When you need to present your partner with something.

PRESENT [Name] = When you need to present something to someone other than your partner, their names will be listed in the brackets.

PRESS = During a testimony, if you are required to press a statement to add in order to contradict.

TALK = During investigations, you will be able to talk to people in the area around you.

TALK PARTNER = When you have the options to say certain things to your partner on the field.

TALK [NAME] = When you have to talk to someone other than your partner, their name will be listed in the brackets.

UPDATE = Evidence may update when new information comes along. This will be marked.

DISCARD = Rarely happens, but this means the the evidence is removed from the ORGANIZER.

Some advice: If afraid of potential spoilers in the choices you make, here is a way to get around it.

Scroll up until this line is at the bottom of your screen. Now click down. Now that you see this line, you can go through the guide this way, not seeing the next choice until you need it. :) Simple, neh?

Don't scroll down until events finish. I leave spaces between events for organization, but also you can use it as a way not to get spoiled!

If this system works for you, please email me and say so, I would appreciate feedback. :)

Remember: This walkthrough is just to progress through the game. To get the most out of the story, press every statement! Present items to everyone! Examine more than what I just tell you to do! There is much more than this guide, these are just the "correct" answers.

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THE EPISODES [EPS]

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Below are the walkthroughs listed per Episode. If you are confused on the instructions, refer to the guide above.

EPISODE I: TURNABOUT VISITOR [EP1]

---Start of Episode I---

Receive Logic: Crime Scene: My Office

Receive Logic: The Office Key

Logic:

Connect: "Crime Scene: My Office" with "The Office Key"

Receive Logic: The killer's goal

BEGIN INVESTIGATION [E1I1]

Examine: Handgun [Bottom mid-left of the room, next to officer]

Receive Logic: Revolver

Examine: Dead Body [Right side of the room]

Examine: Badge in bottom left

Receive Logic: Victim was a detective

Examine: The dead body

Receive: Crime Scene Notes

Examine: The mess of files [top area]

Receive Logic: Signs of a Struggle

Logic:

Connect: "Victim was a detective" and "Revolver"

Receive: Victim's Revolver

Examine: The revolver's cylinder [Center of the gun, where the bullets are held]

Examine: Jacket in frame [which the Policeman just moved from]
Deduce: Highlight the bullet hole
Present: Victim's Revolver
Receive Logic: Another handgun
Receive: Secret Safe
Examine: Code panel [Right side of the safe]
Receive Logic: Wiped fingerprints
Update: Secret Safe

Logic:
Connect: "The killer's goal" with "Wiped fingerprints"
Receive Logic: Motive: Theft (?)
Connect: "Signs of a struggle" with "Motive: Theft (?)"
Deduce: Highlight the bullet hole in the bottom right
Present: Crime Scene Notes
Select: The order of the files
Receive Logic: Files in disarray
Examine: Files will blood written on them [bottom right]
Receive: Stolen File

INVESTIGATION COMPLETE

Select: (Whichever you want, one explains how to do it, one does not)

Present: Stolen file at the statement "But thanks to that, you didn't notice the bloody letters his body was hiding."

Receive: Master Key
Press: The statement "It's pretty obvious that Ms. Byrde snuck into your room using the master key."
Select: "Ask for more details"
Present: Secret Safe at the statement "Her intent? From the messed-up shelves to the wiped-down safe, I'd say thievery."

TO BE CONTINUED

BEGIN INVESTIGATION [E112]

Examine: Sofa [Bottom left]
Examine: File [Sticking out of the bottom of the sofa's right side]
Receive: Stolen 0-Series File

Talk [Maggey]: "The Victim"
Talk [Maggey]: "Maggey Byrde"
Present [Maggey]: Master Key
Receive Logic: Master key was stolen
Talk [Maggey]: "Used the master key?"
Talk [Maggey]: "Forgetful Mr. Portsman"
Receive Logic: Used the master key

Logic:
Connect: "Master key was stolen" with "Used the master key"
Receive: Mr. Portsman's Office

Examine: Door [With the basketball hoop next to it]
Deduce: Highlight Door Knob
Present: Mr. Portsman's Office
Select: Prints on the doorknob
Present: Maggey Byrde
Update: Mr. Portsman's Office
Examine: Note [under door, to the right]
Receive: Note Left by Victim
Examine: Bottom of Basketball Hoop [Top right of bottom area]
Receive: Basketball Hoop

Examine: Door on the left [Edgeworth's door]
Examine: Door Knob

INVESTIGATION COMPLETE

Press: The statement "Besides, how, may I ask, do you propose I unlocked your door and got in here?"
Select: "Raise an objection"
Present: Master Key
Present: Maggey Byrde
Present: Basketball Hoop

Present: Note Left by Victim at the statement "After that, I was in my room the entire time."
Present: Mr. Portsman's Office

Press: (Every statement; no contradiction)

Receive Logic: Mr. Portsman's alibi

Logic:

Connect: "Mr. Portsman's alibi" with "Another handgun"

Receive Logic: Another visitor

Connect: "Another visitor" with "Files in disarray"

Press: The statement "And when Jim came to deliver some evidence to me, I was down at Criminal Affairs."

Present: Note Left by Victim at the statement "He brought me two items, a gun and a pendant, that are related to yesterday's case."

Examine: Blood stain [On the back of the video cassette]

Present: Stolen 0-Series File

---End of Episode I---

EPISODE II: TURNABOUT AIRLINES

[EP2]

---Start of Episode II---

Present: Travel Wallet at the statement "...it was you, standing there, with fresh blood dripping off of the murder weapon."

Examine: The gold button [It should be pointing near it already]

Update: Travel Wallet [Now Mr. Hick's Travel Wallet]

Present: Crime Scene Notes at the statement "You were out to steal Mr. Hick's money, weren't you?"

Present: Highlight the money [bottom left area]

Move: Lounge [Exit left]

BEGIN INVESTIGATION [E2I1]

Receive Logic: "Where was the killer?"

Examine: Dead Body [In the elevator]

Receive Logic: "Elevator"

Examine: Figurine [Bottom right, next to his left hand]

Receive Logic: "Murder weapon: Mr. Ifly"

Examine: Coat Pocket [His left pocket, with a little white slip sticking out]

Receive: Photo of Mr. Hicks

Examine: The body [anywhere other than the above locations]

Receive Logic: "Blunt force trauma"

Receive Logic: "Broken glasses"

Deduce: Highlight the necklace [yellow, hanging around his neck]

Present: Photo of Mr. Hicks

Receive: Missing Cell Phone

Examine: Grape juice stain [below statue on the right of the elevator]

Present: Highlight the footprints [going right]

Receive Logic: "Spilled grape juice"

Logic:

Connect: "Blunt force trauma" with "Murder weapon: Mr. Ifly"

Receive: Mr. Ifly Piggy Bank

Connect: "Where was the killer?" with "Elevator"

Receive Logic: "In the elevator with Hicks?"

Connect: "In the elevator with Hicks?" with "Spilled grape juice"

Receive: Grape Juice Footprints

INVESTIGATION COMPLETE

Press: The statement "I am certain I saw Mr. Hicks enter the elevator!"

Present: Grape Juice Footprints at the statement "The only person inside was that Mr. Hicks man!"

Press: The statement "I was very upset when Mr. Hicks passed by my seat."

Press: The statement "The movie I wanted to see would not start, so I checked my pocket watch many times."

Present: Sky Magazine at the statement "My watch is set to my destination's time. I always set it when I board the plane."

Receive: Refueling in Zheng Fa

Receive: Ms. Meele's Testimony

Present: Mr. Ifly Piggy Bank

Move: In-flight Shop [Exit right]

Receive Logic: "Murder weapon: Mr. Ifly"

BEGIN INVESTIGATION [E2I2]

Examine: Two suitcases [The brightly colored ones between the flowers and the shelf]

Receive Logic: "Suitcase"

Examine: Shelf with broken glass [right side]

Receive Logic: "Tiny captain's hat"

Logic:

Connect: "Murder weapon: Mr. Ifly" with "Tiny captain's hat"

Update: Mr. Ifly Piggy Bank

Examine: Shelf with broken glass [Where you found the Tiny Captain's Hat]

Deduce: Highlight empty space

Present: Mr. Ifly Piggy Bank

Receive Logic: "Turbulence"

Update: Mr. Ifly Piggy Bank

Logic:

Connect: "Turbulence" with "Suitcase"

Present: Highlight the bottom of the left suitcase [The wheels]

Examine: The wheel of the suitcase [Oddly colored from the rest]

Examine: Button [To open suitcase, frontside]

INVESTIGATION COMPLETE

Present: Crime Scene Notes

Receive: iFly Suitcase

Receive: Bloody Cloth

TO BE CONTINUED

Talk [Gumshoe]: "Initial Investigation"

Talk [Gumshoe]: "Franziska von Karma"

Move: First Class [Exit left]

Talk [Lablanc]: "Lablanc's Cargo"

Present [Lablanc]: Bloody Cloth

Update: Bloody Cloth (Now Borginian Cloth)

Talk [Lablanc]: "Rhoda Teneiro"

Present: "iFly Suitcase" at the statement "The scene of the crime was here, in this very lounge the body was discovered."

Present: Grape Juice Footprints

Present: Highlight the twin tracks [leaving the pool, below the footprints]

Present: Mr. Ifly Piggy Bank at the statement "You prepared yourself and acquired the piggy bank before the plane hit that turbulence."

Move: Flight Attendants' Room [Exit left through the door, not the stairs]

Talk [Teneiro]: "Captain's permission"

Talk [Teneiro]: "In-flight shop"

Present [Teneiro]: "iFly Suitcase"

Talk [Teneiro]: "The last suitcase"

Present: Highlight the tag [Sticking off of the top of the suitcase]

Select: "the in-flight shop."

Present: Rhoda Teneiro

Receive: Suitcase Receipt

TO BE CONTINUED

BEGIN INVESTIGATION [E2I3]

Examine: Suitcases [in the left corner]

Receive Logic: Glass shards

Logic:

Connect: "Broken Glasses" with "Glass shards"

Examine: Open suitcase [along the bottom, black]

Receive Logic: Profile on Franziska

Talk [Franziska]: "Why at this airport?"

Receive Logic: Interpol

Logic:

Connect: "Profile on Franziska" with "Interpol"

Talk [Franziska]: "Truth behind Hicks"

Receive Logic: "Smuggling"

INVESTIGATION COMPLETE

Press: The statement "But the point to keep in mind is the keycard that allows the elevator to come down here."

Press: The statement "Further, there is the matter of the key to the display case that held the murderous bank."

Select: "The body"

Receive: Autopsy Report

Receive Logic: Mr. Ifly piggy bank

Receive Logic: Weapon couldn't be found

Receive Logic: Cause of death

Logic:

Connect: "Mr. Ifly piggy bank" with "Cause of death"

Receive Logic: A sizable weapon

Connect: "Weapon couldn't be found" with "A sizable weapon"

Select: "Don't have evidence to show"

Select: "Free fall"

Present: "Refueling in Zheng Fa"

Receive: Cargo from Zheng Fa

BEGIN INVESTIGATION [E2I4]

Examine: Large box [left side next to the colorful suitcases; covered]

Talk [Lablanc]: "Lablanc's cargo"

Receive Logic: "Valuable piece of art"

Logic:

Connect: "Smuggling" with "Valuable piece of art"

Talk Witness [Lablanc]: "Fake statue"

Receive: Alif Red Certificate

Receive: Alif Red Statue

Examine: Alif Red Statue [The one that was just unveiled]

Deduce: Highlight either eye

Present: "Photo of Mr. Hicks"

Deduce: Highlight the drape the statue is sitting on [Pan down, the brown part stuck under the statue]

Present: "Cargo from Zheng Fa"

Update: "Alif Red Certificate"

INVESTIGATION COMPLETE

Present: Borginian Cloth

Select: "Ms. Meele's testimony"

TO BE CONTINUED

Press: The statement "And from 5 to 6, I was, um...in the flight attendants' room all by my lonesome self."

Select: "Raise an objection"

Present: "Suitcase Receipt"

Press: The statement "She's the one in charge of the elevator keycard and the shop, you know."

Present: Alif Red Certificate at the statement "All I'm in charge of are the attendants' room and some Borginian stuff."

Present: "iFly Suitcase"

Select: "Where the murder took place"

Present: Missing Cell Phone

Move: Flight Attendants' Room [Up the stairs]

Examine: Locker [far right of the room]

Examine: The camera on the phone [backside]

Examine: The four boxes [Toward the bottom right of the screen, marked with "B"s]

Present: Borginian Cloth

Present: Highlight the box labeled "Bedsheets" [top left area]

---End of Episode II---

EPISODE III: THE KIDNAPPED TURNABOUT

[EP3]

---Start of Episode III---

Talk: "Great Thief"

Talk: "Yatagarasu"

BEGIN INVESTIGATION [E3I1]

Examine: Blue head [Sitting next to where Edgeworth was sitting]

Receive: Bad Badger's Head

Examine: White Spec [In the middle of the blue mat]

Examine: Lockers [Beneath the window, left side of the room]

Receive Logic: "Lockers"

Examine: Row of boxes [back of the room]

Receive: Blue Badger Bible

Receive Logic: Costumes

Examine: White Key [Hanging left of top-left box]

Receive Logic: "Tiny Key"

Examine: Sign [Lying on blue mat]

Receive: Badger Photo Rally

Talk [Kay]: "The kidnapping"

Examine: Door [Bottom right]

Examine: Trap door [left side]

Receive Logic: "Open floor panel"

Examine: Beam [Next to Bad Badger head]

Receive Logic: "The beam I was tied to"

Logic:

Connect: "Open floor panel" with "The beam I was tied to"

Examine: Trap door [Below Beam]
Receive Logic: "Underground entrance"

Logic:
Connect: "Tiny key" with "Underground entrance"
Receive Logic: "Underground ladder"
Connect: "Underground ladder" with "Lockers"

INVESTIGATION COMPLETE

Talk [Kay]: "Next Step"
Talk [Kay]: "One and only one"

Talk [Gumshoe]: "Agent Lang"
Talk [Gumshoe]: "Next Step"

Talk: "The kidnapping"
Talk: "Lance Amano"
Talk: "Oliver Deacon"

BEGIN INVESTIGATION [E3I2]

Examine: Footprints [In front of security guards]
Receive Logic: "What kind of shoes?"

Talk [Blue Badger]

Talk [Mike Meekins]: "Mike Meekins"
Talk [Mike Meekins]: "The Blue Badger"
Talk [Mike Meekins]: "Any clues?"
Present: "Badger Photo Rally"
Receive Logic: "A 2nd Blue Badger"

Logic:
Connect: "Costumes" with "A 2nd Blue Badger"
Receive Logic: "Costumed escape"
Receive: Stolen Costumes
Connect: "What kind of shoes?" with "Costumed escape"

Examine: Footprints [Left, in front of security guards]

Examine: Garage Door [With horses painted on it]
Receive Logic: "Victim was kidnapper?"
Receive: Preliminary Findings

Examine: Blood [On stomach]
Update: Preliminary Findings
Examine: Necklace
Deduce: Necklace
Present: Preliminary Findings
Receive: Mr. Deacon's Pendant

INVESTIGATION COMPLETE

Press: The statement "Not unless you're a member of law enforcement like Officer Meekins, isn't that right?"
Present: Preliminary Findings at the statement "Officer Meekins ambushed the victim in this garage and killed him here with his gun!"

Receive: Blue Badgermobile

Present: Blue Badgermobile at the statement "I also went looking for the kidnappers while selling dreams in the Blue Badgermobile, sir!"

TO BE CONTINUED

Talk [Ema]: "Ema Skye"
Talk [Ema]: "The witness"

Examine: Pink Badgermobile

Talk [Pink Badger]

Talk [Oldbag]: "Wendy Oldbag"
Talk [Oldbag]: "The witness"

Press: [Every statement, no contradiction]

BEGIN INVESTIGATION [E3I3]

Examine: Blue Body

Present: Mr. Deacon's Murder Notes

Receive Logic: "Why is there no blood?"

Examine: Stage [Far left]

Receive Logic: "Stage was packed up"

Logic:

Connect: "Why is there no blood?" with "Victim was kidnapper?"

Talk [Ema]: "Footprint Analysis"

Receive: Victim's Costume

INVESTIGATION COMPLETE

Present: Victim's Costume at the statement "As I was resting, I happened to glance over and I saw two men facing each other in that area."

Receive Logic: "In the shadow of the stage"

BEGIN INVESTIGATION [E3I4]

Logic:

Connect: "Stage was packed up" with "In the shadow of the stage"

Examine: Red Body

INVESTIGATION COMPLETE

Present: Mr. Deacon's Murder Notes at the statement "And when the victim finally showed, he shot him from on high!"

Select: "The killer's & victim's locations"

Present: Blue Badgermobile at the statement "Then, he used the car to move the body to the garage in the Wild, Wild West Area."

Present: Highlight Tire

TO BE CONTINUED

Talk [Amano]: "Lance Amano"

Talk [Amano]: "Letter"

Receive: Love Letter

Talk [Lauren]: "Lance Amano"

Talk [Lauren]: "About the case"

Select: "Kidnapper's Hideout"

Talk: Blue Officer

Receive: Colin Devorae Dossier

BEGIN INVESTIGATION [E3I5]

Examine: Black object [Near door]

Receive Logic: "Broken prop sword"

Examine: Door [Bottom right]

Examine: Opposite door handle [The lock, specifically]

Receive Logic: "The door leading outside"

Examine: Trash [Bottom of the room, blue container]

Receive Logic: "Costume pieces"

Examine: Chairs/Table [Top left area]

Examine: Chairs [Any]

Receive Logic: "Folding chairs"

Examine: Cups [Any of the up-right ones]

Receive Logic: "3 Cups"

Logic:

Connect: "Folding chairs" with "3 cups"

Connect: "Broken prop sword" with "The door leading outside"

Receive: Broken Prop Sword

Talk: [Proto Badger]

Present: Box with Head [Bottom right]

Receive Logic: "Unaccounted for Bad Badger"

Logic:

Connect: "Unaccounted for Bad Badger" with "Costume pieces"

Examine: Right hand

Deduce: Right hand

Present: Blue Badger Bible

Receive: Missing Model Gun

INVESTIGATION COMPLETE

TO BE CONTINUED

Examine: Neck hole

Receive: "Ms. Paups' Pendant"

Press: The statement "...Mr. Deacon turned on me, and tried to kill me!"

Select: "Raise an objection"

Present: Mr. Deacon's Pendant

Present: Ms. Paups's Pendant

Present: Colin Devorae Dossier

Present: Highlight the word "Daughter" [Second last line]

Present: Stolen Costumes at the statement "And the two of them made good use of their meetings to plan this little kidnapping."

Present: Lance Amano

Press: The statement "I made my escape and ran away from that room as fast as I could."

Present: Broken Prop Sword at the statement "The door leading outside was locked tight, so I had to use the underground passageway."

Present: Love Letter

Press: The statement "But that Badger pointed his gun at me, aiming to shoot me dead!"

Present: Colin Devorae Dossier at the statement "But that Badger pointed the gun in his left hand at me, aiming to shoot me dead!"

Select: "Both are correct"

Present: Bad Badger's Head

Present: Highlight Proto Badger

Present: Missing Model Gun

Press: The statement "He had tied Mr. Deacon securely to the beam in the room next door."

Press: The statement "The captive had a Bad Badger's head on, so I'm absolutely sure it was Mr. Deacon"

Select: "Raise an objection"

Present: Bad Badger's Head

Select: "Miles Edgeworth"

Examine: Bullet Hole
Update: Victim's Costume
Examine: Revolver [The one on your right]
Receive: Revolver
Examine: Head hole
Receive: Mirror Fragments

Press: The statement "Make no mistake. There are fingerprints on that murderous gun."

Select: "Raise an objection"
Present: Bad Badger's Head
Present: Victim's Costume
Present: Highlight the Bullet Hole
Present: Highlight Haunted House
Present: Mirror Fragments

TO BE CONTINUED

Present: Highlight Green Dot

BEGIN INVESTIGATION [E3I6]

Examine: Bad Badger Figure
Present: Broken Prop Sword
Select: "Test with Luminol"
Update: Broken Prop Sword
Deduce: Left Hand [Holding Sword]
Present: Broken Prop Sword
Present: Missing Model Gun
Update: Gatewater Land Pamphlet

Deduce: Highlight the belt
Present: Blue Badger Bible
Receive Logic: Blue Badger in reverse

Examine: Mirror [Near the slumped Badger]
Receive Logic: "Mirror shards"
Update: Mirror Fragments

Logic:
Connect: "Blue Badger in reverse" with "Mirror shards"
Present: Gatewater Land Pamphlet
Select: "Move the mirror-wall"

Present: Dark area [Behind mirror, not where the green dot is]
Present: Far left area [Behind where the mirror would have been. not where
green and red dot are]
Present: "Victim's Costume"

---End of Episode III---

EPISODE IV: TURNABOUT REMINISCENCE

[EP4]

---Start of Episode IV---

Talk [Mentor]
Talk [VonKarma]: "Today's trial"
Talk [VonKarma]: "2nd KG 8 Incident"
Receive: KG-8 Incident Overview
Talk [VonKarma]: "Yatagarasu"

Talk [Man on the Right]
Talk [Gumshoe]: "Crime scene"
Receive: Det. Gumshoe's Testimony

Talk [Woman in blue, in the middle]
Talk [Yew]: "Crime Scene"

Talk [Man on the left]
Talk [Badd]: "Crime Scene"
Talk [Badd]: "Trial witness"

BEGIN INVESTIGATION [E4I1]

Examine: Window [On the right, with curtains open]
Receive Logic: "Lobby No.2 window"

Examine: Long table [Along the bottom of the screen]
Receive Logic: "Neat and tidy table"

Examine: Television

Examine: Dead Bodies

Examine: Handgun
Receive: Handgun
Examine: Knife
Receive: Knife
Examine: Bloody Plastic Bag [Bottom left]
Receive Logic: "Plastic bags strewn about"
Examine: Left Hand [Faraday's]
Receive Logic: "Ink stain"

Examine: Faraday's Breast Pocket
Receive Logic: "Fountain pen in pocket"
Examine: Faraday's Wound
Update: Knife
Examine: Wound on Mack Rell's body
Update: Handgun
Receive: Crime Scene Notes

Logic:
Connect: "Ink stain" with "Fountain pen in pocket"
Receive: Mr. Faraday's Fountain Pen
Connect: "Neat and tidy table" with "Plastic bags strewn about"
Receive: Plastic Bag

Deduce: Highlight Faraday's right hand
Present: Mr. Faraday's Fountain Pen

INVESTIGATION COMPLETE

Update: Crime Scene Notes

Press: The statement "And Mr. Rell, while on the brink of death, stole Mr. Faraday's knife and stabbed him."
Present: Det. Gumshoe's Testimony at the statement "They struggled, and Mr. Rell used the last of his strength to counterattack Mr. Faraday."
Select: "Yes, something is off."
Present: Crime Scene Notes
Select: "The order the bodies fell"

Press: The statement "...which indicates that they attacked each other at the same time."
Present: Handgun at the statement "That fact indicates that they attacked each other at the same time from close range."
Select: "Neither man"

Present: Plastic Bag

Select: "Motive for the murders"

Press: The statement "Well? How's that for the 'perfect explanation?'"

Select: "Raise an objection"

Select: "Motive for killing Mr. Rell"

Present: KG-8 Incident Overview at the statement "There's no one out there with a motive to kill both Mr. Faraday and Mr. Rell."

Talk [Yew]: "KG-8 Incident"

Present [Yew]: KG-8 Incident Overview

Select: "Through the victim"

Talk [Yew]: "KG-8 Incident"

Talk [Yew]: "Manny Coachen"

TO BE CONTINUED

Talk [Yew]

Talk [Yew]: "Detective Badd"

Talk [Yew]: "Time of the murder"

Talk [Yew]: "Mack Rell"

Talk [Yew]: "Yatagarasu"

Talk [Gumshoe]

Talk [Gumshoe]: "Motive for murder"

Talk [Gumshoe]: "During the recess"

Talk [Gumshoe]: "Next step"

Receive: Annual Bonus Envelope

Present [Gumshoe]: Det. Gumshoe's Testimony

Receive: Swiss Roll

Move: Hallway [Exit left]

BEGIN INVESTIGATION [E4I2]

Examine: Vending Machine [Orange one]

Receive Logic: "Vending machine"

Talk [Judge]: "Time of the murder"

Examine: Window [Far left]

Examine: Pink object [On windowsill]

Receive Logic: "Pink piece of trash"

Examine: Plant [Left]

Receive Logic: "Windowsill cactus"

Examine: Handprint [Pan down, bottom right of the seat]

Receive: Det. Gumshoe's Fingerprints

Examine: Black crumbs/specs [Beneath seat]

Receive Logic: "Swiss roll crumbs"

Talk [Badd]: "Detective Gumshoe"

Talk [Badd]: "The gunshot"

Select: "Time he heard the gunshot"

Receive: Det. Badd's Testimony

Logic:

Connect: "Pink piece of trash" with "Windowsill cactus"

Receive: Balloon Piece

Connect: "Swiss roll crumbs" with "Vending machine"

Update: "Det. Gumshoe's Fingerprints"

Examine: Vending Machine [Orange one]

Deduce: Highlight price of Swiss Rolls [\$6]

Present: Annual Bonus Envelope

Update: Swiss Roll

INVESTIGATION COMPLETE

Present: Det. Gumshoe's Fingerprints at the statement "But when I was about to exit the restroom, he had completely disappeared!"

Press: The statement "However, that doesn't mean that the Detective was sitting there when I looked!"

Present: Det. Badd's Testimony at the statement "Let's see...I looked into that hallway about 20 minutes before we were to reconvene."

Present: Balloon Piece

Press: The statement "From that time on, until I heard the gunshot, I was in that hallway the whole time!"

Present: Det. Gumshoe's Fingerprints at the statement "And until I heard the

gunshot, I didn't take a single step away from the Lobby No. 2 door."
Present: Swiss Roll

Talk [Kay]
Present: Swiss Roll

Talk [Kay]
Talk [Kay]: "Your father"
Receive: Promise Notebook
Talk [Kay]: "Dick Gumshoe"
Talk [Kay]: "Swiss rolls"

Present: Promise Notebook

TO BE CONTINUED

Talk [Badd]
Receive: Ms. Yew's Perfume
Talk [Badd]: "During the recess"
Talk [Badd]: "KG-8 Incident"
Talk [Badd]: "Relation to Yew"
Talk [Badd]: "Relation to Faraday"
Talk [Badd]: "Yatagarasu"

Examine: Evidence [On left side]
Examine: Gun
Examine: Knife
Examine: Black Organizer [Bottom Right]
Receive: Mr. Faraday's Organizer
Receive: Yatagarasu's Key
Present: Yatagarasu's Key
Examine: Bottom of the object
Update: Yatagarasu's Key
Update: Knife
Examine: Folder

Talk [Badd]
Talk [Badd]: "Time of the murder"
Present [Badd]: Yatagarasu's Key
Talk [Badd]: "Time of the murder"

Press: The statement "...I heard the gunshot...right before the trial was about to reconvene."

Present: Balloon Piece at the statement "...I didn't hear any other strange sounds...until that gunshot..."

Receive Logic: "Dissipating the smell"

Receive Logic: "Very loud television"

Receive Logic: "Missing evidence"

Logic:

Connect: "Lobby No. 2 window" with "Dissipating the smell"

Receive Logic: "Open windows"

Connect: "Open windows" with "Very loud television"

Receive Logic: "Gunshot could be heard"

Connect: "Missing evidence" with "Gunshot could be heard"

BEGIN INVESTIGATION [E4I3]

Examine: VCR

Receive: Surveillance Video

Deduce: Highlight the Open Window

Present: Surveillance Video

Select: "When the crime took place"

INVESTIGATION COMPLETE

TO BE CONTINUED

Press: Every statement (No contradiction)

Present: Surveillance Video

Select: "The window was open."

Present: "Calisto Yew"

Present: Ms. Yew's Perfume at the statement "You argue that the window was opened, however, do you have proof it was I who did that?"

Press: The statement "After all, I don't even know where the knife that was used to kill him came from."

Present: Yatagarasu's Key at the statement "There was a key in his evidence bag, but you can't kill anyone with a simple key!"

Present: Yatagarasu

Present: Swiss Roll

---End of Episode IV---

EPISODE V: TURNABOUT ABLAZE

[EP5]

---Start of Episode V---

Examine: Table [Left of the man in green]

Receive: Embassy Guide

Talk [Steel Samurai]

Receive: Steel Samurai's Autograph

BEGIN INVESTIGATION [E5I1]

Examine: Dead Body

Receive: Notes on Coachen's Body

Examine: Knife

Receive Logic: "Motif on knife handle"

Receive: Knife

Examine: Pocket [His right]

Examine: Button [On the bottom]

Receive: Yatagarasu's Key

Examine: Golden statue

Receive: Babahl's Primidux Statue

Examine: Knife Rack [Next to painted logo]

Examine: Golden Painted Wall [Has a design]

Receive Logic: "Butterfly of Babahl"

Logic:

Connect: "Motif of knife handle" with "Butterfly of Babahl"

Talk [Franziska]

Receive Logic: "Franziska's return"

Talk [Franziska]: "The murder"

Talk [Franziska]: "Yatagarasu"

Receive Logic: "Stealing of secret"

Logic:

Connect: "Franziska's return" with "Stealing of secret"

Talk [Franziska]: "Smuggling"

Receive: Cohdopian Paper Document

Examine: Safe [Top left]

Receive Logic: "Locked safe"

Talk [Palaeno]

Talk [Palaeno]: "Manny Coachen"

Talk [Palaeno]: "Renovations"

Talk [Palaeno]: "Cohdopia"

Receive Logic: "Key used at Embassy"

Logic:

Connect: "Key used at Embassy" with "Locked safe"

Examine: Paper

Select: "It has two compartments"

Deduce: Highlight the black slit [Left on the safe]

Present: Yatagarasu's Key

Examine: Blade tip

Deduce: Highlight File [Bottom right]

Present: Cohdopian Paper Document

INVESTIGATION COMPLETE

Press: The statement "Futhermore, this girl claims to be the Yatagarasu."

Present: Yatagarasu's Key at the statement "She wanted to steal documents regarding smuggling, so she killed Mr. Coachen for the key."

Present: Babahlese Knife at the statement "The knife with the butterfly handle is the murder weapon, which the killer was holding."

Examine: The center of the knife

Receive: Babahlese Knife Handle

Examine: Faint mark [at the bottom of the blade, thin part]

Present: Embassy Guide

TO BE CONTINUED

Talk [Franziska]
Receive: Counterfeit Bills

Talk [Palaeno]
Receive: Babahlese Ink

Talk [Badd]: "Initial Investigation"
Talk [Badd]: "Suspect"

BEGIN INVESTIGATION [E5I2]

Examine: Knife Rack [Top left area]
Examine: Knives

Examine: Picture [On desk, right of the Flower symbol]
Receive: Photo with Steel Samurai

Examine: Window [Far right]
Receive: Passionflowers

Examine: Dead body
Examine: Sword
Receive: Samurai Sword
Examine: Right Hand
Receive: DeMasque II's Note
Examine: Mask

Examine: Allebahst's Primidux Statue
Deduce: Highlight the statue
Present: Photo with Steel Samurai
Update: Allebahst's Primidux Statue

Talk [Larry]
Talk [Larry]: "Steel Samurai"
Talk [Larry]: "Time of the murder"
Receive Logic: "Smoke from chimney"
Talk [Larry]: "Murder weapon"

Examine: Knife Rack
Deduce: Highlight the spear
Present: Steel Samurai's Autograph

Receive: Samurai Spear

Talk [Pink Princess]

Talk [Oldbag]: "Pink Princess"

Receive: Stand-In Request

Receive: Letter from a Stalker

Talk [Oldbag]: "Time of the murder"

Receive Logic: "Used the fireplace"

Receive: Lady's Undershirt

Talk [Oldbag]

Present [Oldbag]: Lady's Undershirt

Receive Logic: Undershirt from next door

Talk [Oldbag]: "Samurai Dogs"

Receive: Samurai Dogs

Logic:

Connect: "Used the fireplace" with "Smoke from chimney"

Receive Logic: "Shared chimney"

Connect: "Undershirt from next door" with "Shared chimney"

Receive Logic: "Connected fireplaces"

INVESTIGATION COMPLETE

Press: The statement "So then, I wanted to play Santa and decided to give it a try."

Select: "Raise an objection"

Present: Ex-Security Lady [Wendy Oldbag]

Present: Stand-In Request

Present: Letter from a Stalker at the statement "But why would I ever put myself through so much humiliation on purpose!?"

Present: Highlight the name

Present: Steel Samurai's Autograph

Press: The statement "Beside him was the Samurai Sword... glittering red, and offering up the scent of blood."

Present: Samurai Spear at the statement "I suspect he beat the victim to death with that thing."

Update: Samurai Spear

Press: The statement "We searched the Embassy, top to bottom, but the victim's

blood is only on that weapon."
Select: "Raise an objection"
Present: Allebahst's Primidux Statue

Examine: Bottom of the Statue

TO BE CONTINUED

Discard/Update: Evidence

Talk [Partner]: "Investigation Update"

Talk [Gumshoe]: "Investigation Update"
Receive: Silhouette Lantern

Talk [Palaeno]: "Open-air stage"
Talk [Palaeno]: "Primidux Statue"
Talk [Palaeno]: "Manny Coachen"
Present [Palaeno]: Allebahst's Primidux Statue

Receive: Pick
Receive: Ms. Yew's Perfume

Move: Theatrum Neutralis: Lobby [Exit Down]

Move: Rose Garden [Exit Left]

BEGIN INVESTIGATION [E5I3]

Examine: Pool
Receive: Fountain Spouts

Examine: Male Statue [Pan left]

Examine: Female Statue [Pan right]

Talk [Lang]
Talk [Lang]: "Yatagarasu's appearance"
Present: Highlight the Male Statue [Pan left]
Present: Highlight the Female Statue [Pan right]
Present: Highlight the left hand [The raised one]

INVESTIGATION COMPLETE

Receive: Photo of Yatagarasu

Move: Theatrum Neutralis: Lobby [Exit Down]

Move: Open-Air Stage [Exit Right]

Move: Babahlese Embassy: Office [Exit through door on right]

BEGIN INVESTIGATION [E514]

Examine: Desk [Far left]

Examine: Bottle of Ink

Talk [Palaeno]

Update: Photo of Yatagarasu

Receive: Fires in Babahl

Talk [Palaeno]: Morning activities

Receive Logic: Renovations

Receive: Amb. Palaeno's Testimony

Talk [Palaeno]: Afternoon activities

Talk [Palaeno]: Mr. Coachen's Ink

Examine: Desk [Far left]

Examine: Open cabinet

Deduce: The brown sheet of paper

Present: DeMasque II's Note

Talk [Palaeno]: "Job for DeMasque II"

Examine: Grandfather Clock [Far right]

Receive: Wire

Examine: Green flames

Present: Sillhouette Lantern

Present: Babahlese Ink

Present: Counterfeit Bills

Update: Counterfeit Bills

Talk [Gumshoe]

Talk [Gumshoe]: "During the fire"

Talk [Gumshoe]: "What you saw"

Receive Logic: "Shih-na's location"

Receive Logic: "Bilateral symmetry"

Logic:

Connect: "Connected fireplaces" with "Bilateral symmetry"

Receive Logic: "Revolving fireplace used?"

Deduce: Highlight the pile of wood

Present: Amb. Palaeno's Testimony

Receive Logic: "Missing ashes"

Logic:

Connect: "Missing ashes" with "Revolving fireplace used?"

Receive: Revolving Fireplace Wall

Receive Logic: "Escaped through revolving fireplace"

Connect: "Shih-na's location" with "Escaped through revolving fireplace"

INVESTIGATION COMPLETE

TO BE CONTINUED

Update: DeMasque II's Note

Present: Shih-na

Present: Photo of Yatagarasu

Present: Revolving Fireplace Wall at the statement "Although I was in the next room, I was unable to catch a glimpse of the Yatagarasu.

Present: Revolving Fireplace Wall

Present: Counterfeit Bills at the statement "...and we found not a single suspicious thing in Mr. Coachen's office."

Present: Wire

Present: Highlight the room with the green dot

Select: Coat

Present: Babahlese Ink

Select: Burn the coat

Present: Ms. Yew's Perfume

Select: Neither person

Present: Babahlese Knife Handle
Discard: Babahlese Knife Handle

Receive: Hair Sticks

Receive: Trump Card
Receive: Video Tape

TO BE CONTINUED

Discard/Update: Evidence

Present: Highlight Flag [Front of the car]

Present: Babahl's Primidux Statue at the statement "Somehow, these two objects were able to penetrate the two countries' impenetrable security."

Present: Photo of Yatagarasu

Present: Allebahst's Primidux Statue

Press: The statement "After all the preparations were in place, I was called back by Ambassador Alba to his office."

Press: The statement "When I arrived, Ambassador Alba was watering the flowers on the windowsill."

Present: Passionflowers at the statement "There were four large passionflowers in full bloom in the flower box."

Examine: Flower

Select: "Show Evidence"

Present: Hair Sticks

Present: Highlight the Crossbow [Above Knives, left side]

Press: The statement "So Babahl's statue was draped in the Yatagarasu's clothes, and then shot over here?"

Press: The statement "Even if you fired the arrows from this side, they wouldn't go far with a statue tied to them!"

Present: Wire at the statement "If it wasn't a statue that was tied to the arrows, then what did the crossbow launch...?"

Select: "Rotary motion"

Present: Highlight the ceiling fan

Present: Crossbow Arrows

Present: Allebahst's Primidux Statue

Examine: Head

Examine: New piece

Receive: Counterfeit Plate

Select: "Use the trump card" (Either works, though)

Present: Highlight the right hand [His right]

Examine: Blood [Back of the card]

Present: Highlight the breastpocket [Man in back]

Present: Highlight the Medal [Back seat window, circular object]

Receive: Amb. Alba's Wound

TO BE CONTINUED

Discard: Passionflowers

BEGIN INVESTIGATION [E5I5]

Receive Logic: "Agitated Alba"

Receive Logic: "Coachen's counterfeiting op."

Examine: Picture [Left side, on a stand]

Examine: Odd yellow flower [In Alba's Boquet]

Deduce: Highlight odd flower

Present: Allebahstian Knife

Receive: Commemorative Photo

Update: Allebahstian Knife

Logic:

Connect: "Coachen's counterfeiting op." with "Renovations"

Select: "Quercus Alba"

Receive Logic: "Motive to kill Coachen"

Connect: "Agitated Alba" with "Motive to kill Coachen"

Present: Highlight "Theatrum Neutralis"

Receive: Security Footage

Select: "5:23"

Examine: Pushcart

Receive: Pushcart

INVESTIGATION COMPLETE

Press: The statement "Under your hypothetical scenario, Mr. Coachen and I were fellow smugglers."

Present: DeMasque II's Note at the statement "In that case, what motive would I have had to kill my co-conspirator?"

Present: Commemorative Photo at the statement "The last time I met with Mr. Coachen was here at the Theatrum Neutralis."

Present: Pushcart at the statement "There is no way for me to have transported his body from the theater to Babahl!"

Present: Notes on Coachen's Body

Examine: Blood [Inside]

Press: [Every statement, no contradiction]

Select: "bilateral symmetry."

Present: Highlight the Babahlese side of the wall [The side that does not have water on it. Aim to the right of the wall that separates the sides, specifically the empty space]

Present: Fires in Babahl

Present: Fountain Spouts

Present: Pick

Present: Allebahstian Knife

TO BE CONTINUED

Press: The statement "I do remember the contents of the show very well, though. Is that proof enough for you?"

Present: Samurai Spear at the statement "One of the scenes was of his never-before-seen "Early Summer Rain Jab" move."

Select: "You saw it."

Present: Pushcart

Receive Logic: "Rising Sun Dogs"

Receive Logic: "Samurai Dogs"
Receive Logic: "Body in the pushcart"

Logic:
Connect: "Samurai Dogs" with "Body in the pushcart"
Receive Logic: "Samurai Dogs were removed"
Connect: "Rising Sun Dogs" with "Samurai Dogs were removed"

Examine: Red spot

Present: Quercus Alba
Present: Amb. Alba's Wound
Present: Yatagarasu's Key

---End of Episode V---

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CLOSING/CREDITS/CONTACT INFORMATION [CCC]

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I hope you got through un-spoiled, after all, a story game is more enjoyable that way. I hope the instructions were clear as well :)

You may have noticed that I've been making spoiler-free walkthroughs as the titles are released on WiiWare. I will continue to do so, updating my first one for the fifth case, and the coming Trials and Tribulations when it is released. I hope you enjoy them!

If you see any problems (even a small typo!) email me, I'd appreciate it!

Also, if you have any questions, feedback or just a plain old comment, email me anyway.

Yes, that logo did take me forever to make. And yes, the "Kay" in my username is related to the character in this game; among other things. :)

That said,

Thanks for reading, cheers!

-MKay

CREDITS:

Thanks to Capcom for the great game!

Thanks to gameFAQs for the simple FAQ submission!

Thanks to you the reader, who would have otherwise made my work feel wasted if you hadn't read this. :) I really appreciate it!

Special thanks to all those who email me minor/major corrections! It will help all future readers, so they should appreciate you too!

A special thanks to user HikariChino, for going through and pointing out various things that needed correcting! I really appreciate your help :)

CONTACT:

Email me at mkaykitkats@live.com

I read all emails, and respond if needed. :)